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Produced by

RetroZone

in California

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Game by Brian Parker

Music by Kevin Henry

Design by Lauren Hanf

Happy Holidays!

from Brian at retrousb.com

It's that special time of year again, a time we spend with friends and family, a time of rejoice and generosity, a time for sipping eggnog whilst warming our socks in front of a toasty fire,a time for destroying your neighbors hard work by taking down their fireplace. Payback time! Gather up three of your best friends for the newest game by RetroZone, Fireplace Bash, a four-player fiery blast!

Every player gets control of one quadrant to defend their fireplace. Move your paddle to deflect the incoming balls to avoid losing bricks in your fireplace. Press the hold button to grab a ball, then aim it at another player and launch! If your fire is hit you are gone and the ball splits. Last one alive wins!

Music And Lights - at the fireplace screen, press A or B on controller 1 to change tracks. This will also switch to the next LED pattern. The music will automatically change to the next song when one ends.

Starting - at the fireplace screen, press Start on controller 1, or the button on the Vaus controller 1. The game will start with all players under AI control. If you would like to choose a specific level, hold one of the dpad directions on controller 1 when you press Start.

Joining - each player gets one color quadrant: P1 = red P2 = green P3 = blue P4 = yellow
At the start of the game every player is controlled by AI. Use the dpad on the controller or move the Vaus dial to kick out the AI and play. If nobody joins the game, the AI players will battle each other. The next game will automatically start so you can just leave it running and watch with no input. Four player games require the Four Score or Satellite. Four arkanoid players requires a modified Four Score.

Playing - use the DPAD on the controller or move the Vaus dial to move your paddle. If you are using the Vaus you may have to turn the dial all the way to the left and right to get it calibrated correctly. To grab a ball, hold the A or B button or the Vaus button. Release the button to let the ball fly.

HARD MODE - when the normal mode is too easy, at the fireplace screen press Select on controller 1 or the Vaus button on controller 2 to enable HARD MODE. The game starts with 3 balls instead of 1, the AI players are "smarter", and you can only hold one ball.